VOL. 2 ISSUE 3
$1.00

Adventure INTERNATIONAL

A DIVISION OF SCOTT ADAMS, INC.

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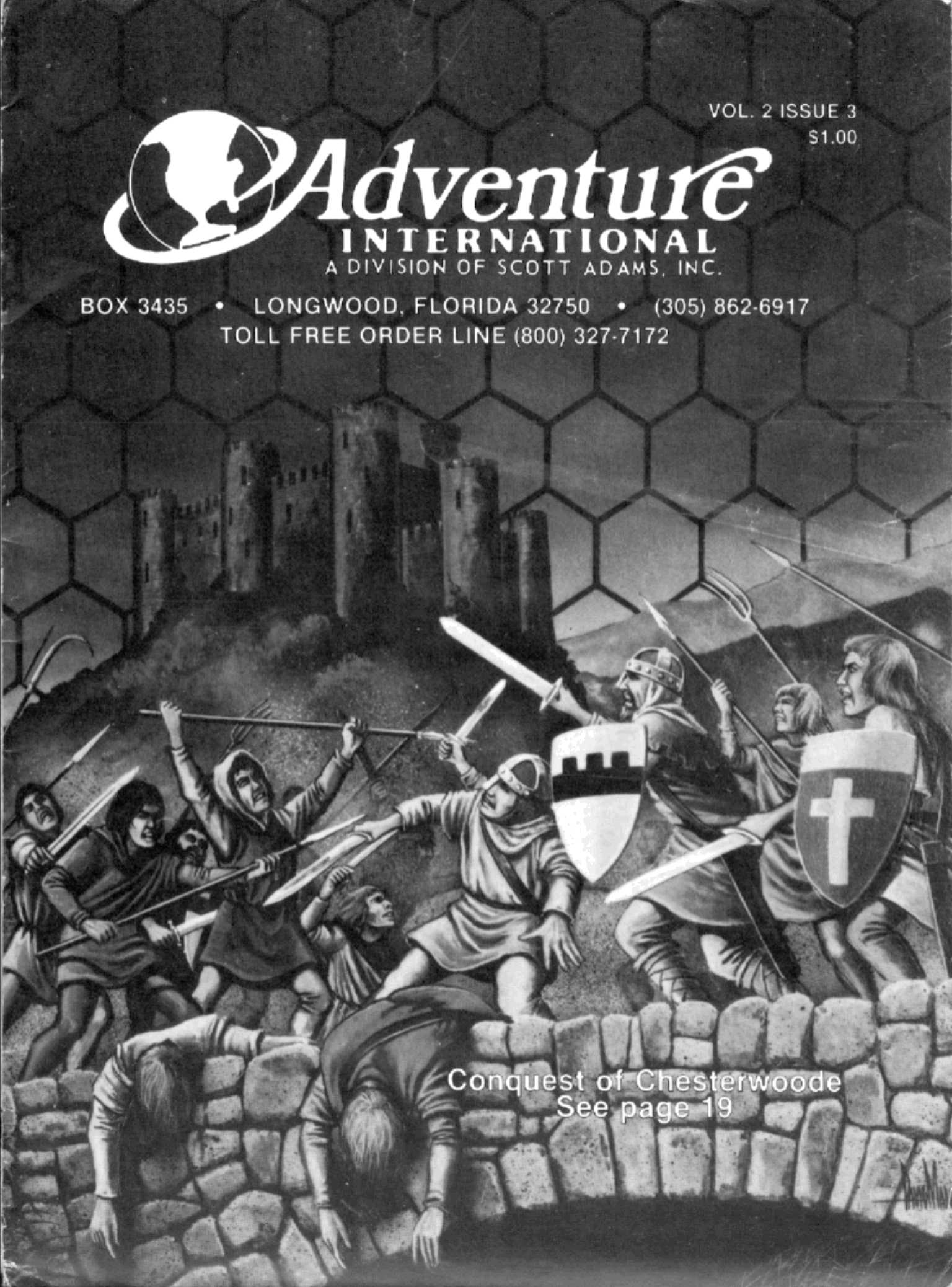

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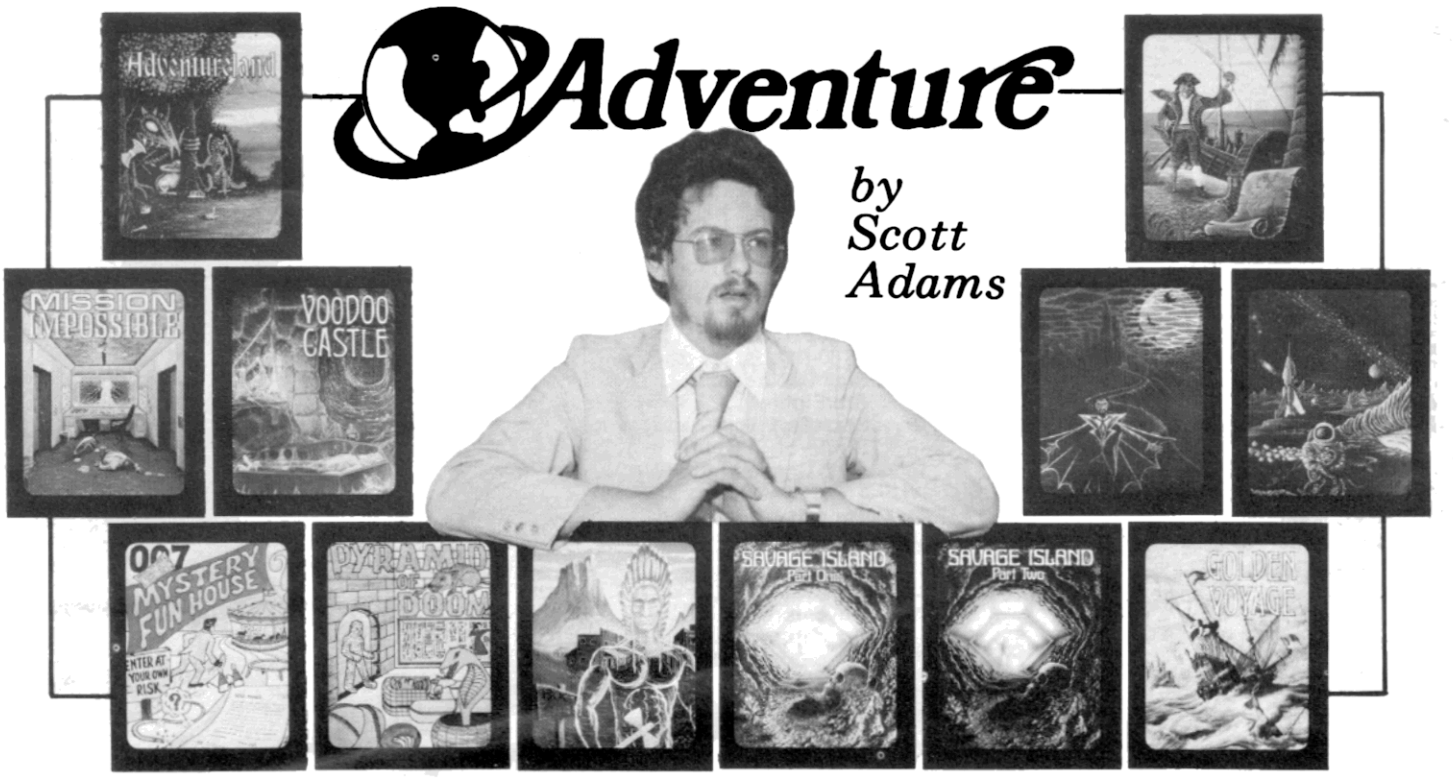

AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event ot experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. The top portion of your video display will tell you where you are and what you can see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in Mission Impossible. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

by Ken Mazur

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THE ADVENTURES

#0 SPECIAL SAMPLER — If you've never experienced the thrill of a Scott Adams Adventure, then this is a good place to start! All of the elements of a full length Adventure are contained in this special cut-down version of our Adventure #1. Hours of enjoyment guaranteed — and at a special price too!

#1 ADVENTURELAND — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the Whole Ball of Wax! Try it, you won't be sorry. Difficulty Level: Moderate

#2 PIRATE ADVENTURE — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Easy

#3 MISSION IMPOSSIBLE ADVENTURE — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficultty Level: Hard

#4 VOODOO CASTLE — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate

#5 THE COUNT — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Who can say ... but somewhere a centuries-old evil lies in dark wait ... Difficulty Level: Moderate

#6 STRANGE ODYSSEY — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate

#7 MYSTERY FUN HOUSE — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

#8 PYRAMID OF DOOM — This is an Adventure that will transport you into a maddening dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — if you have the expertise to pull its recovery off! Difficulty Level: Moderate

#9 GHOST TOWN — You must explore a once thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And — they don't call them ghost toens for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Hard

#10 SAVAGE ISLAND PART I — A small island in a remote ocean hold an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a toughie — for experienced Adventures only! Difficulty Level: Harder

Kid Venture

By James Talley

KID VENTURES are computer adventures into a child's world of make-believe. They are based on fairy tales and children's stories and are made so that your child may interact with the story. In the TRS-80 versions, cardboard cutouts with pictures mask all keys except the second row and the space bar (On APPLE versions, the game paddle is used instead). This helps little fingers to find the right keys and allows usage by readers and non-readers alike. In addition to musical sound effects, the story mode also includes a special play-a-long cassette tape which will provide story narrative. During the story your child will have the opportunity to answer simple questions — if correct, the story will proceed — if incorrect, he or she will be given another chance or may learn the correct answer by pressing the space bar. You will be surprised at how much your child will learn, and your child can color the cardboard cutouts that are included for all computers.

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	30 min.
SUGGESTED AGE GROUP	4 to 10
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	Tape Recorder for voice tape

KID VENTURE #1 · LITTLE RED RIDING HOOD

KID VENTURE #1 introduces you to Riding Hood, Grandma, and of course, the Big Bad Wolf. Includes a play-a-long voice tape and cardboard cutouts of characters that your little one can color, plus a quiz mode so your child can learn while having fun.

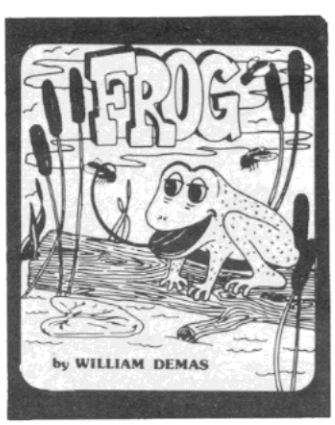
KID VENTURE #2 · TWAS THE NIGHT BEFORE CHRISTMAS

This delightful program features the classic yuletide poem, graphically illustrated (and with accompanying voice tape) that your child will want to see and hear again and again. In lieu of a quiz mode, the memory game MATCH MAKER is included — fun for readers and non-readers alike.

KID VENTURE #3 · OLD McDONALD'S FARM

OLD McDONALD'S FARM is the latest entry in the KID VENTURE Series. It is a sing-a-long venture based on the popular age-old nursery rhyme. Written in a new format, this KID VENTURE does not require a separate voice tape.

KID VENTURE #1 · LITTLE RED RIDING HOOD		
TRS-80 TAPE TO DISK Model 1 16K	**011-0030**	**$14.95**
TRS-80 TAPE TO DISK Model 3 32K	**011-0030**	**$14.95**
APPLE 2 (applesoft required) 32K TAPE TO DISK	**041-0030**	**$19.95**
APPLE 2 (applesoft required) 48K DISK (works on 3.2 or 3.3)	**042-0030**	**$24.95**
KID VENTURE #2 · TWAS THE NIGHT BEFORE CHRISTMAS		
TRS-80 16K TAPE TO DISK Model 1	**011-0083**	**$14.95**
TRS-80 32K TAPE TO DISK Model 3	**011-0083**	**$14.95**
KID VENTURE #3 · OLD McDONALD'S FARM		
TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0124**	**$14.95**



PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

FROG

TRS-80

by William Demas

Pull up a lily pad to your micro and get ready for a little amphibious fun! William Demas' **FROG** is a snappy graphics-oriented game that everyone at your swamp can enjoy — from fledgling tadpole to the mature toad!

The object of **FROG** is to manipulate your frog as he sits on his log, so as to catch flies with his darting tongue as they buzz over his head. Your score will depend on the number of flies you can catch, and the amount of time it takes to secure them.

FROG. Your pond may never be the same! Bon Appetit!

TRS-80 16K TAPE TO DISK Model 1 & 3 011-0055 $14.95

Curse of Crowley Manor

OTHER VENTURE #2

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	No
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

THE CURSE OF CROWLEY MANOR

by JYYM PEARSON

The scene is London, in 1913. Scotland Yard is buzzing with the news - there's been a murder at the Crowley Estate! What starts out as a simple homicide investigation becomes a trip into the depths of the occult as you try to solve **The Curse of Crowley Manor.** This program uses many unique plot-twists and strange devices to guide you through a victory, or a certain trip to the gates of hell. Second in the Other Venture Series, this program is sure to keep you riveted to your computer screen waiting for the next axe to fall!

16K Level 2 - Machine Language

TRS-80 TAPE Model 1 & 3	**010-0108**	**$19.95**
TRS-80 DISK Model 1 & 3 32K	**012-0108**	**$20.95**

ESCAPE FROM TRAAM

OTHER VENTURE #3

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	No
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

ESCAPE FROM TRAAM

by JYYM PEARSON

Now, from Jyym Pearson, author of CURSE OF CROWLEY MANOR, comes a powerful new contender in the popular Other Venture Series: ESCAPE FROM TRAAM! Your small space cruiser is in trouble — and even though you survived the initial crash on a bizzare, distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world — but be forwarned that if your decisions are not tempered with intellegence and caution, you may not see home again!

16K Level 2 - Machine Language

TRS-80 TAPE Model 1 & 3	**010-0109**	**$19.95**
TRS-80 DISK Model 1 & 3 32K	**012-0109**	**$20.95**

OTHER-VENTURE

STAR TREK® 3.5

TRS-80
ATARI

by Lance Micklus

Gene Roddenberry's beloved TV series thrilled and inspired millions the world over. Now, completely faithful to the original concept, comes STAR TREK (r) 3.5, a program that captures all of the essence and excitement of the original. As commander or the Enterprise, you must explore Omega VI, an unknown area that is divided into 192 seperate quadrants. Omega VI is known to contain several class M (earth-type) planets, several large stars, black holes, a pulsar and star bases. The Klingons are rumored to have invaded the area -other than that, information is at a minimum. Your mission, in addition to the exploration of Omega VI, will be to locate the class M planets, orbit them and collect data, stop the Klingon invasion, and return to Star Fleet Command by Stardate 2500.

STAR TREK (r) 3.5 boasts some impressive graphics, realistic sound routines, a 3-dimensional galaxy, animated visual displays, and a lot of detail that will really add to your enjoyment of the game. This upgraded 3.5 version has 10% faster execution over the original (up to30% faster on the long and short range sensor scans), and improved Klingon battle logic. Also included is an extensive manual to enhance your "Trek" knowledge.

TRS-80 16K TAPE Model 1	**010-0025**	**$14.95**
TRS-80 36K TAPE Model 3	**010-0025**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0025**	**$19.95**
ATARI 800 32K TAPE TO DISK	**051-0025**	**$19.95**

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Hr.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space Game
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

TREASURE QUEST

TRS-80

by Luke Buxton

If you've ever wanted to captain the trackless seas of the world in search of richs without measure, with a band of treacherous dogs who happen to double as your crew, then this game should act as a most effective substitute.

As captain of the 18th century sailing ship Zombie, you have come half a world in your quest for treasure. Your journey has brought you to the nefarious Blood Straits, and perhaps to a rapid death as well! In your favor are accurate chartings of the area, a dependable navigator, and a seasoned crew.In a negative vein, however, the Blood Straights is an area frequented by both violent storms, and an unsympathetic British Navy, which may mistake you and your men for pirates. A fickle crew and a rapidly approaching hurricane season round out your problem roster!

TREASURE QUEST consists of your inputing a series of commands into your microcomputer as you go about searching for buried or sunken booty. A detailed instruction booklet is included to clarify and expound upon the various situations that you will encounter, along with advice and hints to aid you in your search. Each game begins differently, so you are assured of many hours of seafaring fun!

TRS-80 TAPE Model 1 & 3	**010-0050**	**$14.95**
TRS-80 DISK Model 1	**012-0050**	**$19.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Hour
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Simulation
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

STAR SCOUT

TRS-80
APPLE
ATARI

by Phillip Case

You were on routine assignment when it happenen. While you were out charting asteroids, your entire defense fleet was being devastated by a massive Zargonian invasion. It happened so quickly that no distress calls were dispatched, as you learned upon your return to your decimated fleet. As the sole survivor, you now begin to formulate a plan for exacting revenge upon the perpetrators of the senseless slaughter of your people. Hidden deep within the forbidden sectors of the enemy-held galaxy are the parts of an awesome doomsday machine. Your small scout ship must retrieve the sections and assemble them into the powerful device that will annihilate the Zargonian base planet. Time is running out, and the lives of trillions of inhabitants of the Inner Orbits are in your charge. Can you meet the challenge?

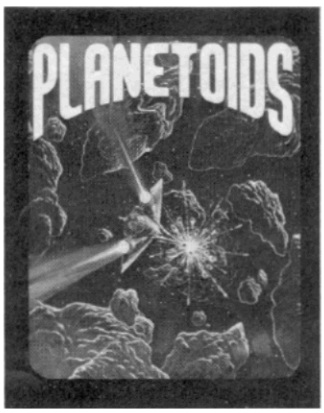
This real-time hybrid language program is chock-full of great features, including machine language graphics and sound, a 3-dimensional galaxy, true perspective (your view is from your ship, not a "third-person" view), and will accept an optional joystick. The disk version has even more features due to an extra 6K of memory, including extra ships, expanded galaxy, enemy space stations, docking options, and much more!

TRS-80 16K TAPE Model 1 & 3	**010-0085**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0085**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	2 Hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None Required, but does support an optional joystick.

ARCADE GAMES



THE INCREDIBLE BEST SELLING ARCADE SIMULATION!

PROGRAM PARAMETERS

LANGUAGE ..... Machine
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes on Apple Version
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: .... Game Paddles For Apple Version

PLANETOIDS

TRS-80 APPLE

by Marc Goodman
TRS-80 version by Greg Hassett

TRS-80 version currently being co-marketed by Adventure World under the name "FASTEROIDS."

Occasionally a game comes along which generates favorable public response to such an intense degree that it will actually develop cult status. PLANETOIDS is such a game!

It's your ship vs. a swarm of killer planetoids and alien ships, as you try to destroy them before they blow you into the next galaxy! PLANETOIDS gives you super-sharp graphics and sound effects (in the APPLE version), making this a sure bet for hours of unlimited fun!

The TRS-80 version is a dynamic heavyweight in its own right, including many extra features and playing modes. The "practice" mode will let you try out the game at some of the more difficult levels offered by being in a high score position. "Freeze" allows you to stop your game down at any point for later play, and "high speed" will increase the velocity of the passing planetoids. Add to all of this, abort, "cruze," dogfight and score save (on cassette version only) options, and we think you'll agree that PLANETOIDS is arcade style entertainment at its finest!

APPLE 2 32K TAPE TO DISK	**041-0015**	**$14.95**
APPLE 2 32K DISK (works on 3.2 or 3.3)	**042-0015**	**$19.95**
TRS-80 16K TAPE Model 1 & 3	**010-0015**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0015**	**$20.95**

(Disk version actually tape version relocated for 32K system)

PROGRAM PARAMETERS

LANGUAGE ..... Machine(TRS-80) Hybrid (Atari)
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP ..... 8 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: .. Optional Joystick (TRS-80) Joysticks (Atari)

LUNAR LANDER

TRS-80 ATARI

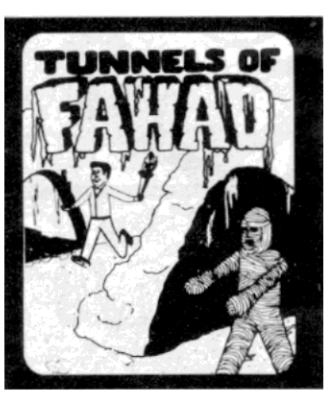
by Mike Wall & Jack Moncrief
ATARI version by Jeff Jessee

Joystick Compatible!

In theTRS-80 version of the popular game, your micro will be taxed to its graphic limits! Written in fast machine language, the landscape scrolls horizontally by as you guide your LEM (Lunar Excursion Module) across the lunar surface. As you near your selected landing site, the automatic camera left behind by the previous mission "zooms in" for a tight close-up of your final descent! Each crash will cost you 1000 fuel units, but for the skilled player, relief can be found at the ravine's bottom with a refill at the fuel depot!

The ATARI joystick version features color graphics, and snappy 4 voice sound effects. Your mission is to make 5 successful landings with your LEM — if you've got what it takes to be a lunar pilot, you'll plant the U.S. flag to the rousing tune of "The Star Spangled Banner!" The ATARI version also includes multiple skill levels for the novice to the pro!

TRS-80 16K TAPE Model 1 & 3	**010-0094**	**$14.95**
TRS-80 32K DISK Model 1	**012-0094**	**$20.95**
ATARI 24K TAPE TO DISK	**051-0094**	**$14.95**



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 Min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: ..... Optional Joysticks

TUNNELS OF FAHAD

TRS-80

by K. Pfeiffer

Months of fruitless searching across the desolate wastes of an endless desert have taken their toll upon you and your archeological crew. At last — the burial site of the ancient Egyptian ruler Fahad is uncovered! But your superstitious crew has fled, leaving you to enter the dank tomb alone...

TUNNELS OF FAHAD is a fast-paced real-time action game which makes YOU the object of a long-dead mummy's wrath in your pursuit of the valuable silver and Tanna leaves as you race through his tomb. Joystick compatability and running high score features make a quick and exciting game the entire family can have a ball with!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0019**	**$14.95**

SHOWDOWN

TRS-80

by Russell Starkey

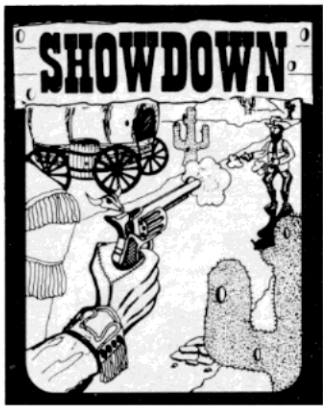
Now — all of the excitement and action of an authentic Old West gunfight can be yours with Russell Starkey's SHOWDOWN! Designed with arcade-tough playability, SHOWNDOWN delivers the goods fast and furiously!

In SHOWDOWN, 2 Gunslingers are pitted against one another in a dusty duel to the death. (You can play the computer or challenge a human partner). Once you square off against your opponent, you maneuver your cowpoke into position for the kill, using various keys on your micro's keyboard which will raise or lower his firing arm. And — the moving obstacles between you and your nemisis will really keep you on your toes! Have fun — but have a care as well — life comes cheaply in the badlands!

TRS-80 16K TAPE Model 1 & 3	**010-0103**	**$14.95**
TRS-80 32K DISK Model 1 Only	**012-0103**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None



SPACE INTRUDERS

TRS-80 COLOR & MODEL 1 & 3

by Doug Kennedy
**color version by Charles Forsythe*

This is a state-of-the-art presentation of one of the most popular concepts in computer history! SPACE INTRUDERS singlehandedly redefines the meaning of "game" as you plunge into an experience beyond anything you've ever seen before!

The scenario: As battalions of evil invaders descend from the heavens, you jump into your laser turret and begin defending the earth from their unending attack! There's no way to survive — the more intruders you destroy, the more will arrive to crush their earth-bound opposition! The challenge is in the trying — and with SPACE INTRUDERS' many features and extras, such as the SOS of escaping invaders to the splitting intruders — the challenge is FUN! Throw away all previous versions. The ultimate is now available!

TRS-80 16K TAPE Model 1 & 3	**010-0116**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0116**	**$20.95**
TRS-80 4K COLOR TAPE	**060-0053**	**$14.95**

***A description tape of the TRS-80 version, Color Computer 4K version greatly simplified.**

PROGRAM PARAMETERS

LANGUAGE	Machine (TRS-80) Basic (Color Computer)
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	2 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Optional Joystick (TRS-80) Joystick (Color Computer)

DEFLECTION

ATARI

by Jeff Jessee

A simple, yet captivating game that will keep the entire family glued to the screen of your micro for hours! As a moving sphere travels across the playing area, you must deflect it towards various targets, which in turn, accumulates points for the player. Total score is based upon the number of targets that you hit, as well as the elapsed time. DEFLECTION has several skill levels which will keep the excitement high after many rounds of play! This one will surely hone that eye-to-hand coordination! Also included for your enjoyment — SIMON SAYS — a fun-filled memory game for gamesters of all ages!

ATARI400/800 8K BASIC TAPE TO DISK	**051-0078**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

ANGLE WORMS

ATARI

by Stan Ockers

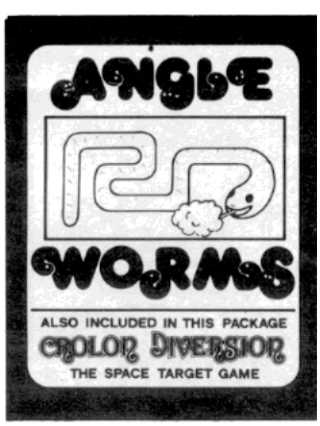
You want fun? You got it! ANGLE WORMS is a challenging arcade-type simulation where 1 to 2 players maneuver their growing "worms" and try to prevent them from hitting obstacles! Each worm can fire a projectile from its head, which in turn will shorten its length — a desirable condition, since the larger your worm is — the harder it becomes to control!

As a bonus — included with ANGLE WORMS is CROLON DIVERSION, the space target game. Get ready to battle the deadly Crolon forces — with glory and honor bestowed upon you should you defeat them — and a quick, firey death should you fail! Great fun for everyone!

ATARI 400/800 8K TAPE TO DISK	**051-0092**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joy Sticks



PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	10 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

MISSILE ATTACK

TRS-80

by The Cornsoft Group

This real-time action game pits your twin silos of ABM's against a barrage of enemy missiles that are raining down upon your cities. MISSILE ATTACK will sharpen those reflexes to a cutting edge as you sight in on the descending ICBM'S and attempt to score hits before they decimate your cities. As your skill increases, so does the difficulty of this arcade-style game. Sharp, detailed graphics and realistic sound effects make MISSILE ATTACK a must! Also includes splitting ICBM'S & bonus cities! One of our consistantly biggest sellers — the entire neighborhood will be over to play this one!

TRS-80 16K TAPE Model 1 & 3	**010-0102**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0102**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	5 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Game Paddles

MISSION: INVASION FORCE

APPLE

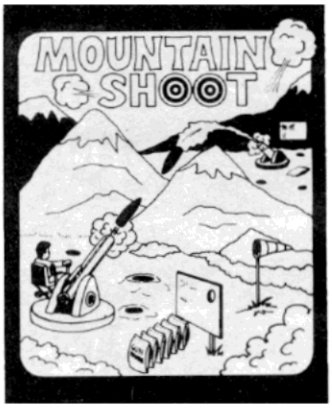
by Computhings

MISSION: INVASION FORCE! Arcade-style fun will be coming your way when you take on hoards of alien attack raiders in this fast and furious game that requires quick reflexes and split-second timing!

As you grab the control lever, an alien mother ship appears on your screen, dropping attack raiders into the launching chutes for dispersal to the earth below. Once the chutes are filled, raiders begin descending from the heavens, intent upon your rapid destruction! Can you destroy them before they get you?

MISSION: INVASION FORCE is written in super-fast machine language, and boasts some sharp graphics and sound routines. This is an action-packed program that will provide you with a lot of fun and hours of space-blasting entertainment!

APPLE 2 32K TAPE TO DISK	**041-0121**	**$14.95**
APPLE 2 48K DISK (works on 3.2 or 3.3)	**042-0121**	**$20.95**



PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	2/2
AVERAGE COMPLETION TIME	10-20 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

MOUNTAIN SHOOT

ATARI

by Jeff Jessee

MOUNTAIN SHOOT is a nifty arcade-type program that will bring a lot of fun to your micro! Somewhere, on the other side of the mountain (which changes every game!), the enemy lies in wait. The idea is to pick a powder amount and firing angle for your cannon and taking "pot-shots" at him from your position behind the mountain! Vivid colors and realistic sound effects make this program a must for your software entertainment library! And, MOUNTAIN SHOOT will accommodate 2 players so you can have hours of fun with a friend! If you like a challenge, then you'll love Jeff Jessee's MOUNTAIN SHOOT!

ATARI 400/800 16K TAPE TO DISK	**051-0079**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/4
AVERAGE COMPLETION TIME	5 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

SILVER FLASH - PINBALL 1

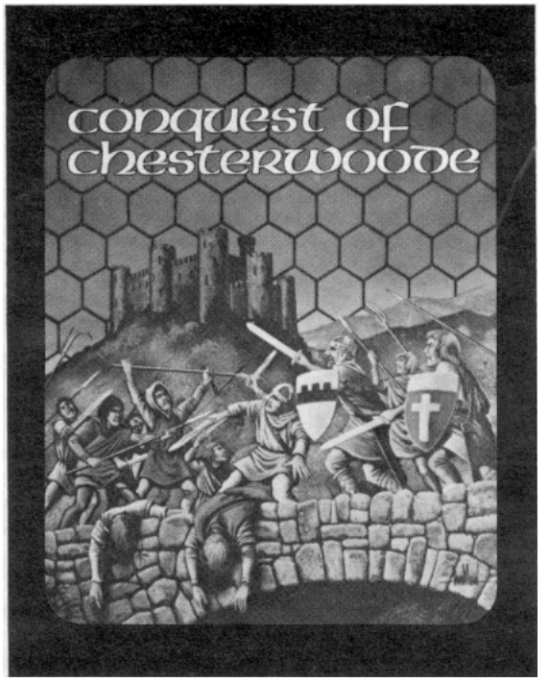
TRS-80

by Southern Cross Systems

If you fancy yourself a pinball wizard, here's your chance to prove it! We knew that computer buffs had been searching for a quality simulation that would enable them to experience the thrill of pinball at home. Well, we came through for you with our answer to the ever-popular arcade machine . . . SILVER FLASH!

This super-realistic simulation features four flippers, shake control, and even a tilt mechanism! The graphics are outstanding, simulating an actual pinball machine right down to the fluid ball motion! Bumpers, blockades and great sounds complete the package, bringing uncanny realism to this great program. A true crowd pleaser!

TRS-80 16K TAPE Model 1 & 3	**010-0086**	**$14.95**
TRS-80 32K DISK Model 1	**012-0086**	**$19.95**



CONQUEST OF CHESTERWOODE

TRS-80

by Lun-Shin Yuen and Allan Armstrong

Several hundred moons ago, your ancestors migrated north through the dark Forest of Chesterwoode. During their trek, they met up with the dreaded basilisks, scores of worgs, a terrible wurm, and many other dangerous creatures. The legends of the past have been lost, but tales were handed down through word of mouth for generations. In Chesterwoode, the voyagers began to think they would never leave that dark realm, and indeed, Chesterwoode is said by some to be eternal. Eventually, settling upon an area, the leaders of the wandering group surveyed a piece of land and divided it into 63 provinces. But as time passed, war swept through the provinces, and the remaining tyrants who had risen to power over the years, died out and were soon forgotten.

Each of the players in CONQUEST OF CHESTERWOODE is a descendant of one of the ancient tyrants. Your goal is to unite the provinces and modernize farming.

This is a war game similar to the strategy board variety, right down to the "hex" layout on your screen. CONQUEST OF CHESTERWOODE is a hybrid language, graphics-oriented game for 2 to 4 players. Truly a superior program, you will find CONQUEST OF CHESTERWOODE a unique and addictive playing experience.

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	2/4
AVERAGE COMPLETION TIME	1 Hr.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

TRS-80 16K TAPE Model 1 & 3	**010-0122**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0122**	**$20.95**

COMMBAT

TRS-80

by Bob Schilling

Requires 2 Complete Computers

COMMBAT is a strategic and tactical battle game that will allow you (interacting through your computer) to pit your skill and dexterity against another player and their computer in a real-time battle to the death!

You and your opponent are located in a 4096 square kilometer combat reservation with exactly the same resources available to each, the outcome to be governed only by the skills of the players. As soon as you have established serial communication with your enemy (110 to 9600 baud modem or direct connection), the battle is begun! You decide which weapons to carry, load them onto, and manuever up to eight remote controlled tanks with the primary goal of finding and destroying your enemy's base before he can do the same to you. Each enemy tank that you can defeat in combat lessens his chances of finding you.

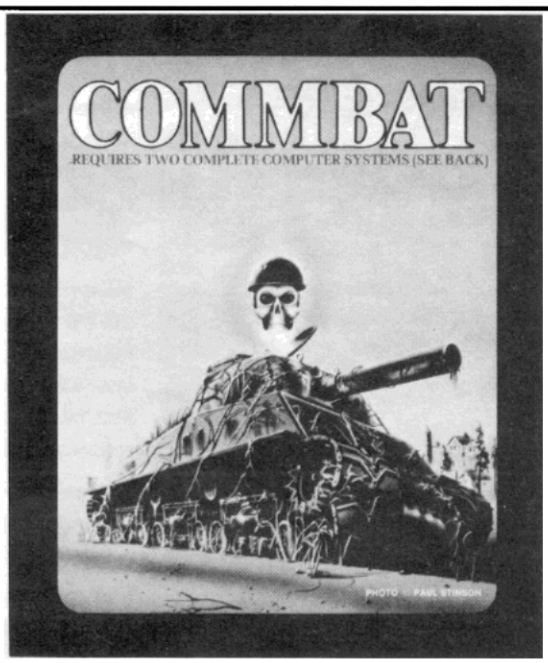
Offensive and defensive weapons available to you include: Rockets, Lasers, Shells, Mines, Decoys, Drone Reconnasiance Aircraft and one nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load carrying capacity.

Your computer displays current resource status, a map of the combat reservation updated by tank, base and decoy sensors and handles all communication chores, freeing you to make the strategic decisions and prosecute the tactical battle situations that arise.

COMMBAT requires as a minimum 2 computer systems with RS-232 port and a 300 baud full duplex modem, or if the combatants are to be located within 300 feet of each other, a modem eliminator cable in lieu of the modems.

TRS-80 16K TAPE Model 1 & 3	**010-0123**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0123**	**$20.95**

COMMING SOON FOR APPLE & ATARI



PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	2/2
AVG. COMPLETION TIME	30 min. - 4 hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes

SPECIAL EQUIPMENT: Two computers connected via the RS232 connection with full duplex modems or LYNX™ modem or CONNECTION™ modem. Will not work with half duplex modem. One modem must be originate the other answer. If both computers are in same room then the two RS232 cables may be connected with no modems or phone line required.

PROJECT OMEGA

TRS-80
APPLE

by Bob Nicholas

The industrial revolution brought benefits to mankind in the form of improved living conditions, transportation and communication. However, along with the good came the bad. Man was destroying Eden and creating Armageddon! By the early 1970's, it became apparent to many that the heavy industry of earth would have to be moved into colonies in outer space. The moon would have to be mined for select minerals and elements, with only a minimum of resources being available from the earth.

The year is now 1990 and you are governor of one of earth's first orbiting space colonies. Upon your shoulders rests the heavy mantle of decision concerning the state of affairs under your governorship. You must decide migration quotas, environmental factors, distribution of the work force, as well as many other important factors which will enable you to mold your colony into a viable productive operation.

Author Bob Nicholas has designed a detailed simulation which will permit you to experience the full weight of awesome command decisions of a painstakingly detailed space colony. Many hours of intriguing entertainment await you with PROJECT OMEGA!

TRS-80 16K TAPE Model 1 & 3	**010-0076**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0076**	**$24.95**
APPLE 48K DISK	**042-0076**	**$24.95**

NOTE: Disk version also includes special tournament edition!

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/4
AVERAGE COMPLETION TIME	1 Day
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space Simulation
SOUND?	No (Atari - Yes)
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

SIMUTEK I

TRS-80

by Michael A. Gariepy

Not to be believed until you actually see it — SIMUTEK is a multi-program package containing not one, but FIVE separate games! You'll think that you've brought the whole arcade home with this one! Include the following:

★ GRAPHIC TREK 2000 - This full graphics, real-time game puts you at the helm of the Enterprise, which must be docked at a giant space station while avoiding enemy torpedoes!

★ INVASION WORG - You must stop the Worg invasion and destroy their outposts on several planets. This multi-level game lets you advance to a more complex game as you improve!

★ STAR WARS - Maneuver your space fighter deep into the nucleus of the Death Star! Drop your bomb, then escape via the only exit!

★ SPACE TARGET - Shoot at enemy ships with your missiles. If the pilots eject with parachutes, capture them — or, if you're cruel, destroy them! Full graphics!

★ SAUCERS - Will you be the commander to win the distinguished cross? Requires split-second timing to win! Fast action graphics!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0024**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0024**	**$19.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	10-30 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space-Arcade
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

SLAG

TRS-80

by Stewart Eastman

You control the military industrial complex of an entire nation. The prospect of total global war looms certain, and you must now prepare your country for war. Strategy and tactical planning will be as important as your actual weaponry. You MUST be prepared for your world hangs in the balance!

SLAG is a multiplayer wargame which pits from 2 to 12 players against one another in a simulation of all out war. During their turns, players construct bombers, submarines, spy networks, ICBM's, and industries in an effort to effect a secure national defense. And besides the standard phases, there are also special submarine units which can attack without warning! Once the decisions are made regarding the various phases of pre-war activity, the battle begins and the participants "nuke it out" with their respective weapons until the final bomb drops!

Although primarily a strategy-oriented program, SLAG also has some great real-time graphics sequences during the actual battles which makes SLAG one of the best wargame programs on the market! Why don't you SLAG 'em today!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0018**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	2/12
AVERAGE COMPLETION TIME	20 Min-Up
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

AUTHORS:

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join the ranks of the leading authors in the industry by becoming an Adventure International author. We are looking for outstanding games (original arcade, "Adventure"-style, simulation, role-playing), utility packages, business software - anything with a mass market appeal - for all of the major computers. Only the best will do! We offer excellent royalties, thorough advertising, great dealer exposure, professional packaging and author support. WE CARE! That's why we're one of the leaders in the industry.

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